

Name: _____

Time for Bingo


12:--

3:--

6:--

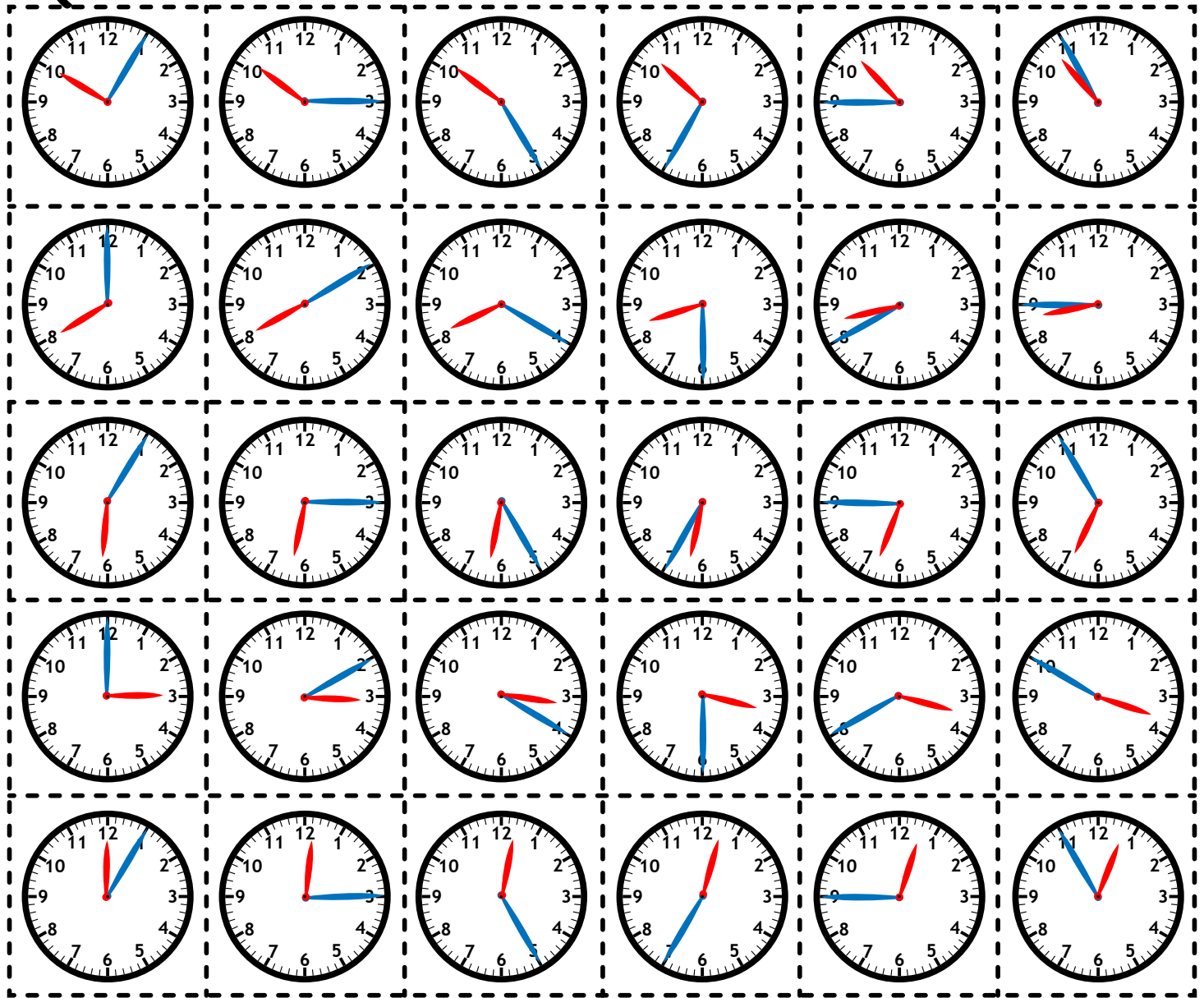
8:--

10:--

Time for Bingo












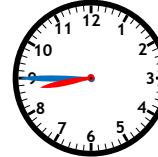


















Cut out these clocks and glue them on your Bingo board. You can arrange them in any order, but be sure you place them in the correct columns.



Time for Bingo

These are the calling cards. Cut them out and place them in a bowl.



 10:05	 10:15	 10:25	 10:35	 10:45	 10:55
 8:00	 8:10	 8:20	 8:30	 8:40	 8:45
 6:05	 6:15	 6:25	 6:35	 6:45	 6:55
 3:00	 3:10	 3:20	 3:30	 3:40	 3:50
 12:05	 12:15	 12:25	 12:35	 12:45	 12:55

Time for Bingo

Materials:

- Bingo board (one per player)
- Clock cards (one set per player)
- Calling cards (one per class)
- Scissors
- Glue

How to set up the board:

- Each student receives a copy of the Bingo board and a copy of the page with clock pictures on it.
- Students will cut out the clocks and glue them on the Bingo board. They can arrange them in any order, but be sure the twelve o'clock times are in the twelve o'clock column, the three o'clocks are in the three o'clock column, etc. (This will make it much easier to find the clocks quickly when you play the game.)
- There will be extra clocks that are not used. (There are 24 squares on the board, and there are 30 clocks.)

How to play:

- Cut out the calling cards and place them in a bucket or bowl.
- The caller will pick one card at a time and say the time. Each player will mark the time on his/her Bingo board (if it's there).
- The caller will continue calling cards until a player has 5 in a row - vertically, horizontally, or diagonally.
- The first player to get 5 in a row is the winner.

Tips:

- You may want to offer a small prize to the winner of each game. Or, you may want to let the winner be the caller of the next game.
- Be sure the caller gives students enough time to look carefully at the clocks on their boards.
- When students are making the game boards, double check to be sure they're putting the times in the correct columns.
- Also, be sure the students are "mixing up" the order of the clocks when they make their game boards.
- If everyone places the clocks in the same squares, everyone will win at the same time.
- If you have a large class, you may want to have the students play in small groups of 5 or 6. This will prevent too many winners per game.